

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	2834	multimedia adj2 file	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/04/14 16:36
L2	15786	generat\$3 near3 index\$3	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/04/14 16:36
L3	105	1 and 2	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/04/14 16:36
L4	4	3 and (position\$4 near5 frame)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/04/14 16:39
L5	1	3 and (decoding near frame)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/04/14 16:38
L6	1	3 and (position\$4 near frame)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/04/14 16:38
L7	58	3 and frame	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/04/14 16:39
L8	32	7 and position	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/04/14 16:39
L9	8	8 and decoding	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/04/14 16:39

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	39443	(multimedia near3 file\$1) or (media near3 file\$1) or (digital near3 file\$1) or (video near3 file\$1) or (multi-media near3 file\$1) or "multimedia file"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/04/14 12:51
L2	15156	(generat\$3 near3 index) or (generating near3 "index information")	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/04/14 12:52
L3	1	1 and ("title frame" same "leading frame" same "tail frame")	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/04/14 12:54
L4	1	("title frame" same "leading frame" same "tail frame")	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/04/14 12:54
L5	5	decod\$3 near (leading adj2 frame)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/04/14 12:58
L6	1	1 and 5	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/04/14 12:55
L7	866	1 and 2	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/04/14 12:55
L8	465	7 and frame	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/04/14 12:55
L9	1996	(leading adj2 frame)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/04/14 13:08
L10	5	8 and 9	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/04/14 13:06

L11	186275	position\$3 near3 frame	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/04/14 13:06
L12	58	7 and 11	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/04/14 13:07
L13	2	9 and 12	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/04/14 13:08
L14	1748	(leading near frame)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/04/14 13:08
L15	863	9 and 14	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/04/14 13:09
L16	2	12 and 14	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/04/14 13:09

	Document ID	Kind Codes	Source	Issue Date	Pages
1	US 20050039111 A1		US- PGPUB	20050217	122
2	US 20040218828 A1		US- PGPUB	20041104	47
3	US 20030099459 A1		US- PGPUB	20030529	126
4	US 20030093361 A1		US- PGPUB	20030515	120
5	EP 1111612 A1		EPO	20010627	25

	Title	Abstract
1	Program additional data processing device, server apparatus, program information display method, and recorded medium	
2	Image generating device, image generating method, and image generating program	
3	Program additional data creating device, video program editing device, and video program data creating device	
4	Cosponsor request condition input device, cosponsor trading intermediation server, and cosponsor request receiver	
5	METHOD AND DEVICE FOR MANAGING MULTIMEDIA FILE	

	Current OR	Current XRef	Retrieval Classif	Inventor
1	715/500.1			Abe, Keiko et al.
2	382/254			Aiso, Seiji
3	386/52	386/117		Yanagita, Noboru et al.
4	705/37			Yoshida, Takumi et al.
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1 [Session summaries from the 17th symposium on operating systems principle \(SOSP'99\)](#)

Jay Lepreau, Eric Eide

 April 2000 **ACM SIGOPS Operating Systems Review**, Volume 34 Issue 2

 Full text available:

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2 [Performance evaluation of multiple time scale TCP under self-similar traffic conditions](#)

Kihong Park, Tsunyi Tuan

 April 2000 **ACM Transactions on Modeling and Computer Simulation (TOMACS)**, Volume 10 Issue 2

 Full text available:

 Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Measurements of network traffic have shown that self-similarity is a ubiquitous phenomenon spanning across diverse network environments. In previous work, we have explored the feasibility of exploiting long-range correlation structure in self-similar traffic for congestion control. We have advanced the framework of multiple time scale congestion control and shown its effectiveness at enhancing performance for rate-based feedback control. In this article, we extend the multiple time scale co ...

Keywords: TCP, congestion control, multiple time scale, network protocols, performance evaluation, self-similar traffic, simulation

3 [MPEG-4: an object-based multimedia coding standard supporting mobile applications](#)

Atul Puri, Alexandros Eleftheriadis

 June 1998 **Mobile Networks and Applications**, Volume 3 Issue 1

 Full text available:

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

The ISO MPEG committee, after successful completion of the MPEG-1 and the MPEG-2 standards is currently working on MPEG-4, the third MPEG standard. Originally, MPEG-4 was conceived to be a standard for coding of limited complexity audio-visual scenes at very low bit-rates; however, in July 1994, its scope was expanded to include coding of scenes as a collection of individual audio-visual objects and enabling a range of advanced functionalities not supported by other standards. One of the ke ...

4 [Computing curricula 2001](#)

 September 2001 **Journal on Educational Resources in Computing (JERIC)**

 Full text available:

[html\(2.78 KB\)](#)Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)**5** The berkeley software MPEG-1 video decoder

Ketan Mayer-Patel, Brian C. Smith, Lawrence A. Rowe

February 2005 **ACM Transactions on Multimedia Computing, Communications, and Applications (TOMCCAP)**, Volume 1 Issue 1Full text available: [pdf\(1.55 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This article reprises the description of the Berkeley software-only MPEG-1 video decoder originally published in the proceedings of the 1st International ACM Conference on Multimedia in 1993. The software subsequently became widely used in a variety of research systems and commercial products. Its main impact was to provide a platform for experimenting with streaming compressed video and to expose the strengths and weaknesses of software-only video decoding using general purpose computing archit ...

Keywords: MPEG, Video compression**6** Point-based rendering: Efficient high quality rendering of point sampled geometry

Mario Botsch, Andreas Wiratanaya, Leif Kobbelt

July 2002 **Proceedings of the 13th Eurographics workshop on Rendering**Full text available: [pdf\(2.80 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

We propose a highly efficient hierarchical representation for point sampled geometry that automatically balances sampling density and point coordinate quantization. The representation is very compact with a memory consumption of far less than 2 bits per point position which does not depend on the quantization precision. We present an efficient rendering algorithm that exploits the hierarchical structure of the representation to perform fast 3D transformations and shading. The algorithm is ...

7 Passive capture and structuring of lectures

Sugata Mukhopadhyay, Brian Smith

October 1999 **Proceedings of the seventh ACM international conference on Multimedia (Part 1)**Full text available: [pdf\(2.15 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Despite recent advances in authoring systems and tools, creating multimedia presentations remains a labor-intensive process. This paper describes a system for automatically constructing structured multimedia documents from live presentations. The automatically produced documents contain synchronized and edited audio, video, images, and text. Two essential problems, synchronization of captured data and automatic editing, are identified and solved.

Keywords: audio/video capture, educational technology, matching**8** Pen computing: a technology overview and a vision

André Meyer


July 1995 **ACM SIGCHI Bulletin**, Volume 27 Issue 3Full text available: [pdf\(5.14 MB\)](#)Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

This work gives an overview of a new technology that is attracting growing interest in public as well as in the computer industry itself. The visible difference from other technologies is in the use of a pen or pencil as the primary means of interaction between a user and a machine, picking up the familiar pen and paper interface metaphor. From this follows a set of consequences that will be analyzed and put into context with other emerging technologies and visions. Starting with a short historic ...

9 Video keyframe extraction and filtering: a keyframe is not a keyframe to everyone

Nevenka Dimitrova, Thomas McGee, Herman Elenbaas

January 1997 **Proceedings of the sixth international conference on Information and knowledge management**

Full text available:  pdf(1.13 MB)


Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: content-based video retrieval, video content filtering, video content indexing, video cut detection, video segmentation

10 Formal verification in hardware design: a survey

Christoph Kern, Mark R. Greenstreet

April 1999 **ACM Transactions on Design Automation of Electronic Systems (TODAES)**, Volume 4 Issue 2

Full text available:  pdf(411.53 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In recent years, formal methods have emerged as an alternative approach to ensuring the quality and correctness of hardware designs, overcoming some of the limitations of traditional validation techniques such as simulation and testing. There are two main aspects to the application of formal methods in a design process: the formal framework used to specify desired properties of a design and the verification techniques and tools used to reason about the relationship between a spec ...

Keywords: case studies, formal methods, formal verification, hardware verification, language containment, model checking, survey, theorem proving

11 Support for fully interactive playout in disk-array-based video server

M.-S. Chen, D. Kandlur, P. Yu

October 1994 **Proceedings of the second ACM international conference on Multimedia**

Full text available:  pdf(807.16 KB)


Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In a video-on-demand (VOD) system, it is desirable to provide the user with interactive browsing functions such as "fast forward" and "fast backward." However, these functions usually require a significant amount of additional resources from the VOD system in terms of storage space, retrieval throughput, network bandwidth, etc. Moreover, prevalent video compression techniques such as MPEG impose additional constraints on the process since they introduce inter-frame d ...

12 A Tutorial on Algol 68

Andrew S. Tanenbaum

June 1976 **ACM Computing Surveys (CSUR)**, Volume 8 Issue 2

Full text available:  pdf(2.92 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

13 A low-power in-order/out-of-order issue queue

Yu Bai, R. Iris Bahar

June 2004 **ACM Transactions on Architecture and Code Optimization (TACO)**, Volume 1 Issue 2

Full text available:  pdf(832.73 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

To better address power concerns, a good design strategy should be flexible enough to dynamically reconfigure available resources according to the application's needs such that extra power is dissipated only when it is really needed. In this work, we focus on power-aware solutions for the issue queue (IQ) in an out-of-order superscalar processor. We propose two schemes that partition the IQ into FIFOs such that only the instructions at the head of each FIFO may request to issue. We then monitor ...

Keywords: High-performance, instruction issue logic, low power

Spoken dialogue technology: enabling the conversational user interface

Michael F. McTear


March 2002 **ACM Computing Surveys (CSUR)**, Volume 34 Issue 1Full text available:  pdf(987.69 KB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Spoken dialogue systems allow users to interact with computer-based applications such as databases and expert systems by using natural spoken language. The origins of spoken dialogue systems can be traced back to Artificial Intelligence research in the 1950s concerned with developing conversational interfaces. However, it is only within the last decade or so, with major advances in speech technology, that large-scale working systems have been developed and, in some cases, introduced into commerc ...

Keywords: Dialogue management, human computer interaction, language generation, language understanding, speech recognition, speech synthesis


15 ACM SIGMM retreat report on future directions in multimedia research

Lawrence A. Rowe, Ramesh Jain


February 2005 **ACM Transactions on Multimedia Computing, Communications, and Applications (TOMCCAP)**, Volume 1 Issue 1Full text available:  pdf(89.14 KB)Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The ACM Multimedia Special Interest Group was created ten years ago. Since that time, researchers have solved a number of important problems related to media processing, multimedia databases, and distributed multimedia applications. A strategic retreat was organized as part of ACM Multimedia 2003 to assess the current state of multimedia research and suggest directions for future research. This report presents the recommendations developed during the retreat. The major observation is that resear ...

Keywords: Multimedia authoring, distributed collaboration, multimedia query, multimedia storage and indexing, tele-presence

16 Design of an optimizing, dynamically retargetable compiler for common LispRodney A. Brooks, David B. Posner, James L. McDonald, Jon L. White, Eric Benson, Richard P. Gabriel
August 1986 **Proceedings of the 1986 ACM conference on LISP and functional programming**Full text available:  pdf(1.13 MB)Additional Information: [full citation](#), [references](#), [citations](#)17 System-level power optimization: techniques and tools


Luca Benini, Giovanni de Micheli

April 2000 **ACM Transactions on Design Automation of Electronic Systems (TODAES)**, Volume 5 Issue 2Full text available:  pdf(385.22 KB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This tutorial surveys design methods for energy-efficient system-level design. We consider electronic systems consisting of a hardware platform and software layers. We consider the three major constituents of hardware that consume energy, namely computation, communication, and storage units, and we review methods of reducing their energy consumption. We also study models for analyzing the energy cost of software, and methods for energy-efficient software design and compilation. This survey ...

18 Technical reports

SIGACT News Staff

January 1980 **ACM SIGACT News**, Volume 12 Issue 1Full text available:  pdf(5.28 MB)Additional Information: [full citation](#)

19 Handling audio and video streams in a distributed environment

Alan Jones, Andrew Hopper

December 1993 **ACM SIGOPS Operating Systems Review , Proceedings of the fourteenth ACM symposium on Operating systems principles**, Volume 27 Issue 5

Full text available:  pdf(1.27 MB)


Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Handling audio and video in a digital environment requires timely delivery of data. This paper describes the principles adopted in the design of the Pandora networked multi-media system. They attempt to give the user the best possible service while dealing with error and overload conditions. Pandora uses a sub-system to handle the multi-media peripherals. It uses transputers and associated Occam code to implement the time critical functions. Stream implementation is based on self-contained segmen ...

20 Adapting to network and client variability via on-demand dynamic distillation

Armando Fox, Steven D. Gribble, Eric A. Brewer, Elan Amir

October 1996 **Proceedings of the seventh international conference on Architectural support for programming languages and operating systems**, Volume 30 , 31 Issue 5 , 9

Full text available:  pdf(1.64 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The explosive growth of the Internet and the proliferation of smart cellular phones and handheld wireless devices is widening an already large gap between Internet clients. Clients vary in their hardware resources, software sophistication, and quality of connectivity, yet server support for client variation ranges from relatively poor to none at all. In this paper we introduce some design principles that we believe are fundamental to providing "meaningful" Internet access for the entire range of ...

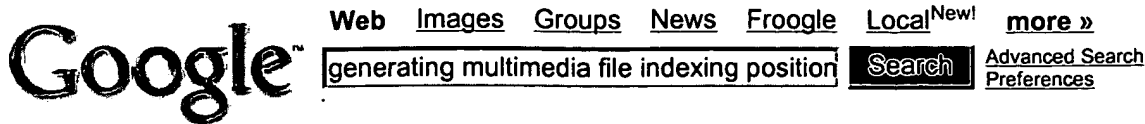
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